**GRAPHICS EDITOR SYSTEM**

DESCRIPTION

The graphics editor provides an Application Programmer’s Interface that enables a programmer to develop their own graphical model editor for a specific type of model. This API in turn, relies on extending the Eclipse Graphical Editing Framework to provide an environment in which the editor functions, and the programmer can create a graphical editor and palette of shapes in order to modify an underlying model. The graphical editor provides an interface with which the programmer implements said editor for a given underlying model. Such an instance of the graphical editor allows a user to drag objects from a specified model into a working graphical diagram.

FUNCTIONALITY THAT SHOULD BE PRESENT

* It contains the toolbox which contains tools like: Line, Circle, Rectangle,

Arc, Text, Draw, Eraser

* Colour box or palette
* Standard toolbar with options for New, Open, Save, toolbox and Text Toolbox.
* One integrated view to users for toolbar, colour box, menu, and graphic screen.
* Easy handling of tools for users.
* Ability to group several drawings into one i.e., complex drawing.
* Provision of zoom in and zoom out.
* Different shadings of line tool are provided